S-CUBE

USING ON-LINE ROLE PLAY TO PROMOTE SOFT SKILLS DEVELOPMENT FOR SOCIAL ENTERPRISES

Eutopia Tutor's Manual for S-Cube

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INTRODUCTION

NOTE: This document describes the tutor's functionalities of Eutopia platform.

Please refer to Eutopia User's Manual for basic information about the software

EUTOPIA provides a complete set of tools for teachers. Using these tools, they can organize their teaching in the way they see fit. EUTOPIA tools allow teachers to write the scripts for online multiplayer games. When they design a multiplayer game they can choose the roles, goals and bodies of individual players. Once the game is in progress they can watch what is going on from any viewpoint they choose, intervening at any moment, writing messages to players, or activating special "events". When it is over they can become critics, leading a group discussion and analyzing the strategies adopted by the players. Eutopia software allows tutors to create scenarios for online role-playing, to manage and interact with other users within group sessions, to record and watch the activities.

In order to carry on an online training course through Eutopia software, a tutor should follow this path:

1. with Eutopia *Editor*, he/she creates a storyboard with all the information on the scenario (ex. story, goals, characters involved in the story, characters features, events and messages, etc…)

   Please note that the storyboard must be considered as a sort of "acting plot".

   In fact the training course consists of several role-playing sessions (at least 4) where, considering the general objective and the story written in the storyboard, groups of 5-6 users per time together with the tutor can use all or some of the elements defined in the storyboard.

2. from the software website, he/she:

   - inserts the storyboard created on Eutopia server to make it available to all users.

   - defines features, users and the characters association for the specific role-playing session.

   - starts the role-playing session

3. with Eutopia *Client*, he/she joins the role-playing session as a tutor/master.

1 EUTOPIA EDITOR

In an online training session, learners are less free to interact than they would be in a traditional chat session. The script is written by the teacher. Players have to take on specific roles and pursue specific objectives described in the script. As they do so they learn about the other "actors" in the story. Teachers can use EUTOPIA tools to make it easier for learners to play their parts.

To define scripts and the role of specific actors, teachers use the EUTOPIA "Game Editor" that allows them to place constraints on the way players interact, giving a direction to the gameplay. Figure 1 shows what teachers see as they work with the editor to define the title of their script, a general description of the story, the graphics environment used in the story, and players' "shared objectives".

The Eutopia *Editor* software is for tutors and allows them to manage and plan Eutopia training.

More specifically it allows them to:

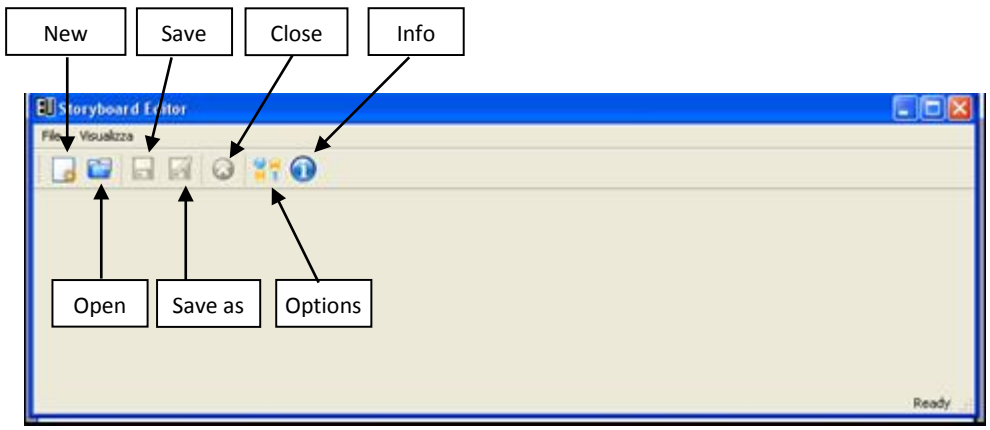
- Design a script.
- Set up a group interaction session.

1.1 START AND CONFIGURE EUTOPIA EDITOR

The main screen of Eutopia Editor contains the following main functions:

1. Editing: New script.
2. File management: Open, Save and Save with Name.
3. Options.
4. Information on Eutopia Editor.

The same functions are also available via the File and View menus.



It is best to start by setting the basic configuration using the “Options” button.

Below we describe the main functions of the Eutopia Editor.

1.2 OPTIONS

Clicking on "Options" a screen appears where it is possible to choose the software language.

To go back to the menu push one of the buttons below:

1) Save the changes.

2) Exit without saving.

1.3 CREATING A SCRIPT

Clicking on "New" you will see a screen where you can insert all the needed information to create a storyboard.

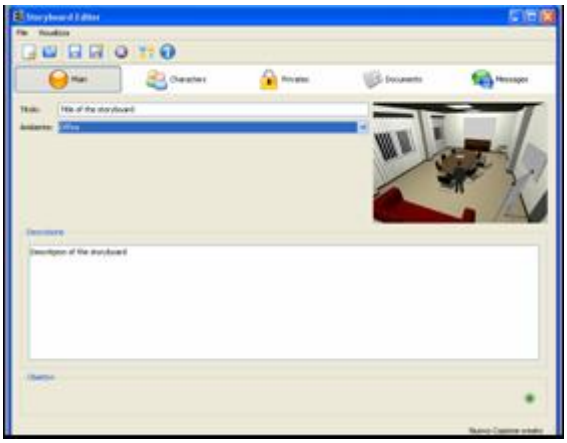
This information is divided into six different areas:

1) Main
2) Characters
3) Private information
4) Documents
5) Messages
6) Questionnaires

The area related to the most important information is immediately visible on screen. To access the others, click on their respective tabs.

1.3.1 “MAIN” AREA

The main area makes it possible to insert the following information:



1) Script name: a short name representing the situation.
2) Environment: the graphics environment where the scenario will take place
3) Description: short description of the story and of the context where it develops
4) Goals: description of (one or more) general goals to reach in a successful simulation. To insert a new goal click on "+".

1.3.2 "CHARACTERS" AREA

This screen makes it possible to insert information about the characters of the script.

How to proceed:

1) Select a character from the list on the left, and click on "Add a character".
2) Insert all the information.

For each character is possible to insert:

1) Name: name of the character in the model.
2) Sex: male, female or "not determined", when it is not important for the story.
3) Avatar: on the window menu a list of all available avatars appears for the chosen sex. If the sex is not determined, both the male/female list will be present.
4) Description: brief description of the character and of his/hers personal story.
5) Goals: personal goals for each avatar that enrich the general objectives and sometimes can also contrast with them.

1.3.3 “PRIVATE INFORMATION” AREA

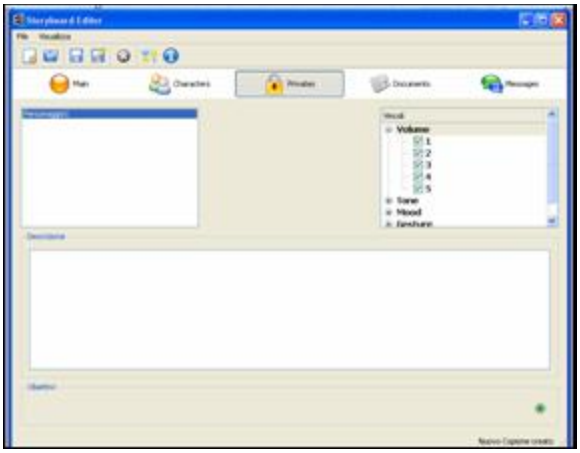
Here you can insert non-public information for each character. This information will be communicated only to the learner representing the character.

How to proceed:

1) Select a character from the list on the left.
2) Insert all the information.

For each character it is possible to insert:

1) Behaviors accepted: check boxes (they are all check by default) where all the possible nonverbal behaviors (volume and tone of the voice, mood and gestures) are listed. Unchecking a box, that behavior will not be allowed. In this way, you limit the expressive possibilities of the character giving him/her a personality. Notice that such settings can also be changed during the session (see later).
2) Description: brief description of the character and/or of his/her personal story.
3) Goals: personal goals for each avatar that enrich the general objectives and sometimes can also contrast with them.



1.3.4 “DOCUMENT EVENTS” AREA

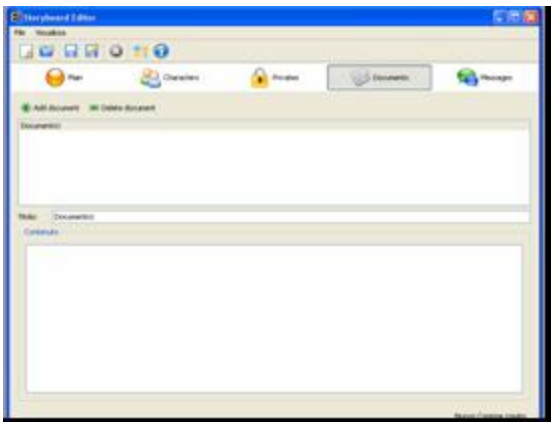
This screen makes it possible to define all the events “document” activated by the tutor during the simulation

How to proceed:

1) Add a document by clicking on “Add document”.
2) Insert all the right information.

For each document event is possible to insert:

1) Title.
2) Text.



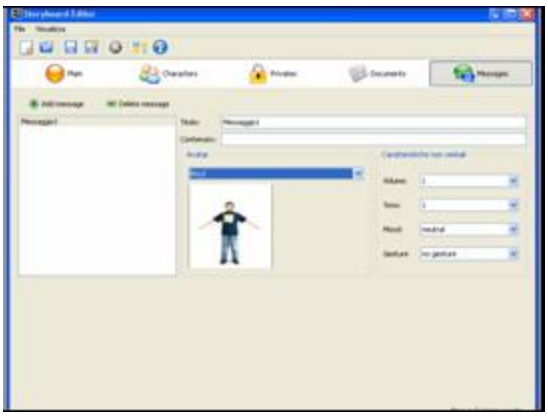
1.3.5 “MESSAGES EVENTS” AREA

This screen makes it possible to define all the events that can be activated by the tutor during the simulation session. These will take the form of text documents “brought in” by an external character.

How to proceed:

1) Add a document by clicking on “Add message”.
2) Insert all the right information.

For each event document it is possible to insert:



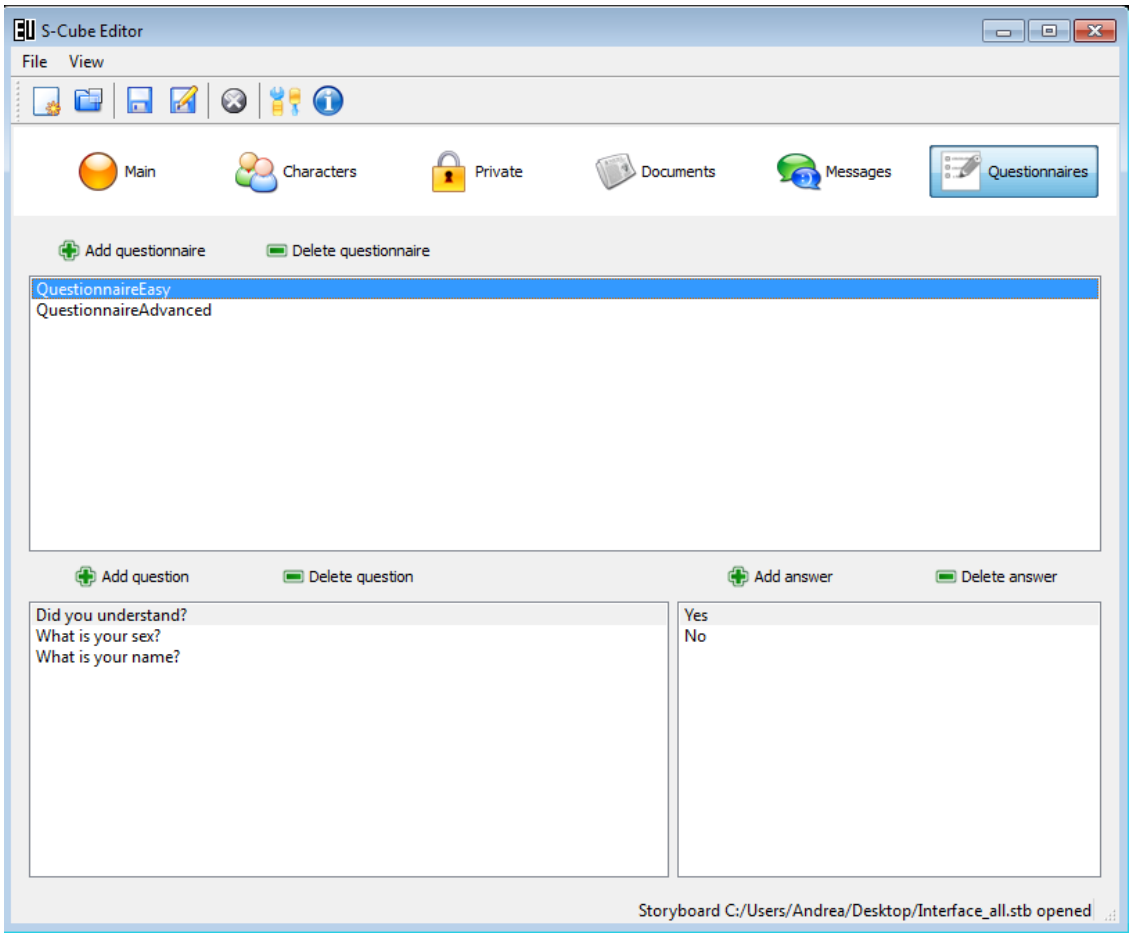
1) Title: title of the message.
2) Content: text of the message.
3) Avatar: the avatar which will “bring in” the document.
4) Mood
5) Volume of voice
6) Tone of voice
7) Gestures

1.3.6 “QUESTIONNAIRES” AREA

This screen makes it possible to define questionnaires that can be activated by the tutor during the simulation session. Each questionnaire can contain an unlimited number of questions. Each question can have an unlimited number of possible answers, the user has to choose among them. If no answer is added, the question is "free", that is the user can freely write an answer.

How to proceed:

1) Add a document by clicking on “Add questionnaire”.
2) Add a question by clicking on “Add question”.
3) Add an answer by clicking on “Add answer”.
4) Change the content of any questionnaire/question/answer by double clicking on it.



1.3.7 "RICH TEXT AND HYPERLINKS

In all the text fields described above (story description, events description, and so on) it is possible to include any text formatting like font size, color, bold, underline, tables, and so on. It is also possible to include hyperlinks, on which users can click. Hyperlinks can link to any content (web pages, video, audio, images, and so on). See following figure for an example.

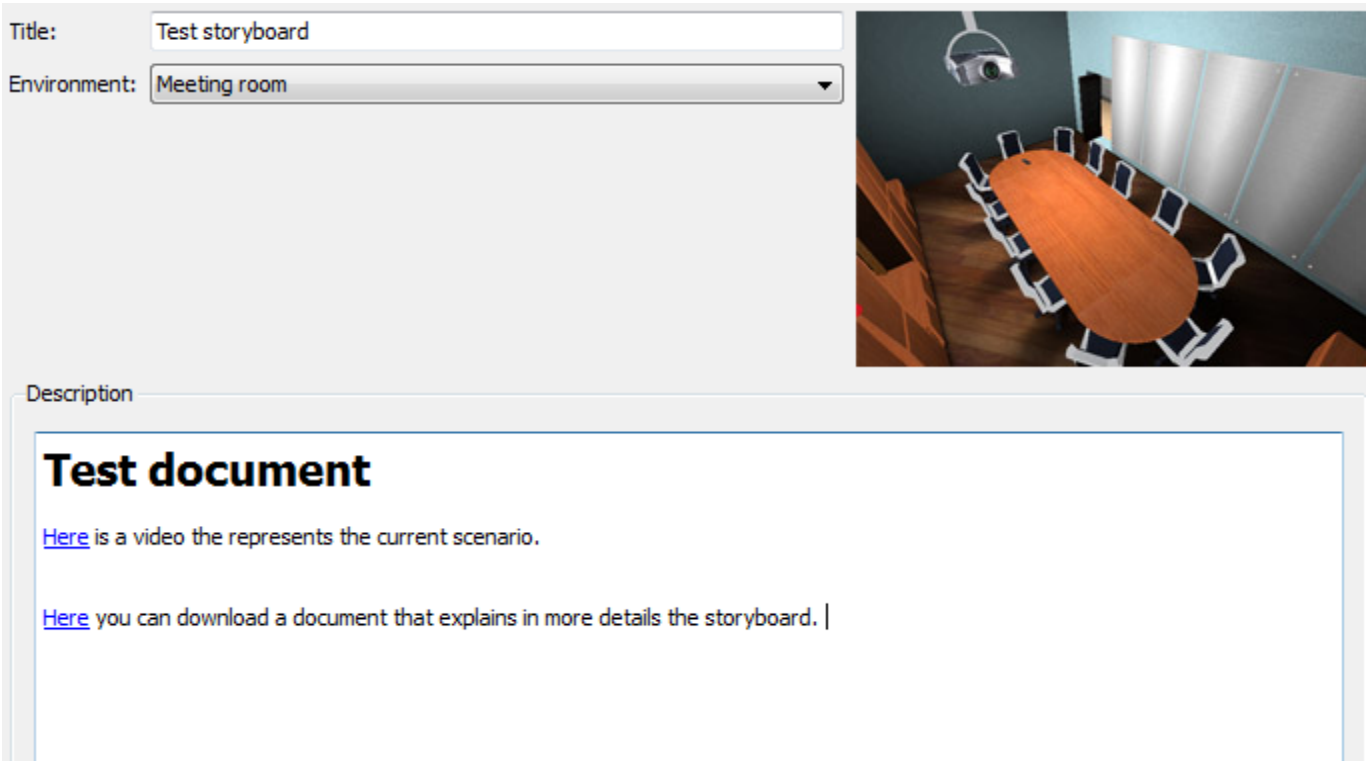
To include rich text and hypertext on your storyboard, just use your preferred word editor (e.g. Microsoft Word or Open Office), copy the content and paste it inside the Eutopia Editor (e.g. in the main description field).

In word 2010, as example, you can create an hyperlink as showed here (in particular, minute 1.15 - 1.35):

http://www.youtube.com/watch?v=y5xtUJD3F1A

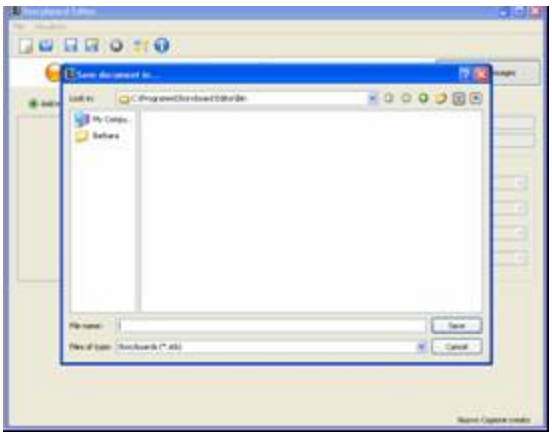
At that point, you have only to copy the text "Techonobiologial Website" on Eutopia Editor.

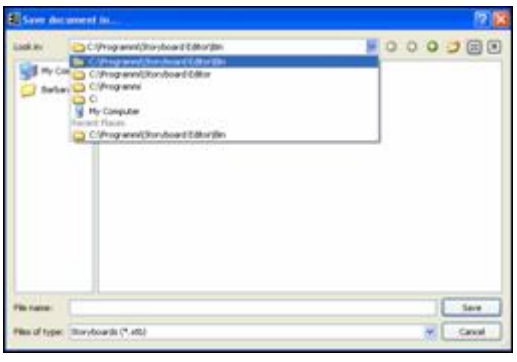
Notice that hyperlinks can be used only in text areas (e.g. the description of the storyboard), whereas it is not possible to use them in line edits (e.g. the name of characters).



1.4 STORYBOARD SAVING AND SERVER UPLOADING

When the storyboard is completed with all the needed information, it is necessary to save the document. Clicking on "save as" , the following screen will appear:





On the basis of default setting, the file will be saved in the folder "Look in".

It is possible to change the destination opening the window Menu.

Once you have chosen the destination folder, insert the file Name and click on “Save”.

In this way the storyboard will be saved on tutor’s pc in the suitable format for uploading on the Eutopia website.

2 WEB FUNCTIONALITIES

After creating and saving a storyboard with the Eutopia Editor, you will get a file with a .stb extension. This file contains all the information of you storyboard and it will be used to launch your session. In order to start a RPG session using that storyboard, teachers have to use the web functionalities of Eutopia platform.

2.1 REGISTER IN THE WEB SITE

Whoever wants to use Eutopia software or the web utilities needs to be registered in the Eutopia Server database. This is accomplished accessing the Login Page at the following link: http://eutopia.unina.it/scube.

Clicking on “create new account”, a registration form will appear, that has to be filled with your personal data.

In particular, take note carefully of your username and password, because you will need them to login in the Eutopia web site and to access role playing sessions with the Client.

2.2 MAKE YOUR TUTOR FUNCTIONS BE ACTIVATED

If you are a tutor and you have just registered, when logging in you will notice that all those special functions reserved to tutors are not present in the menu. These functions must be activated manually by the software developers. To do it, send an e-mail to Eutopia administrators (infoeutopia@unina.it), providing your username and asking for the activation of the tutor privileges. As soon as possible, you will receive an e-mail that will confirm the activation of your tutor functions. Now you can login as tutor and launch a session.

2.3 MAKE ALL USERS BE REGISTERED

This same procedure as to step 2 must be accomplished by all the users that will participate in the online session.

2.4 LOGIN

Log in the Eutopia web site by inserting your username and password in the proper fields.

The menu shows the following options:

- Groups management
- Storyboards management
- Records management

(if such a menu doesn't appear, it is because you are not recognized as tutor. Check if on the left upper corner of the web site, there is “user logged” or “tutor logged”)

2.5 UPLOAD A STORYBOARD

Before launching a session you need to upload the associated storyboard on the server. To do so, click on Storyboard management and then "Upload a new Storyboard” function. A new window will appear permitting you to choose a file on your computer. Select a file previously created with the Eutopia Editor (ex: “MyStoryboard.stb”). The file name will appear in the gray text field. Now you can press the upload button (the most right button in the picture). A message will confirm that you have uploaded the storyboard and it appears under the list of your storyboards.

2.6 LAUNCH THE SESSION

Now you're ready to launch the session.

Go again on "Storyboards management". The uploaded storyboard should now be listed. Otherwise, please logoff and then login again.

From the list of your storyboards, or that of public storyboards, select the one you prefer and click on the “Launch session” close to it. A new page will appear that needs to be filled with the session's details.

- **Session description**: you can write something that describes the session.

- **3D Graphics**: here you can choose if your session will be in 3D or in 2D. If you choose false to 3D Graphic your brand new launched session will be in 2D, otherwise the session will be in 3D.

- **Duration in minutes**: indicates how long the session will last.

- **Server port**: the network port used by the software. Choose either the default one or 80 if you experience firewall problems.

- **Server address**: choose the server to use.

- **Assign roles to users**: a series of empty fields associated to the characters of the storyboard. In each fields you must write the username of the person that will play that particular role during the session. It is important at this point that you have the list of the persons that will participate to the session along with their usernames. If you want to make a test there are some “test users” registered in the database with the following usernames: user1, user2, user3, user4, user5, user6, user7, user8. You can use these for test purposes.

Press the "Invia query" button to start the session. A message will confirm that the session has successfully been launched.

2.7 SHARE YOUR STORYBOARD WITH OTHER TUTORS

By default, the storyboards you upload to the server are accessible only to you, to protect your privacy and intellectual rights.

If you want to share your storyboards with other tutors, you can create a Group in the "Groups Management" page of your web account, and add the "friend" tutors on it. That's it.

You can create a single group or different groups, that makes no difference. The important thing is that the tutors you want to share your storyboards with, are in some group.

The friend tutors will see all your storyboards under the section "Storyboards Shared with other Tutors" in the "Storyboards management" page of their account. It is not possible to share only individual storyboards with some tutor. A friend tutor will have access to all your storyboards.

If you want to let everybody access your storyboard, i.e. make it a public storyboard, you have to contact Eutopia administrators (infoeutopia@unina.it). In this case, all Eutopia tutors will see your storyboard under the section "Public Storyboards" in the "Storyboards management" page of their web account.

3 EUTOPIA CLIENT

After starting a session in the Eutopia web page, to access the Tutor functions of Eutopia Client, enter a session previously started by clicking on the "Master Session" button.

Indeed, as well as preparing the scripts for online games and assigning actors to users, there are two other ways in which teachers can intervene in learners' interactions with Eutopia. One is to take on the role of one of the actors in the simulation. The other is to act as an invisible stage director, observing the interactions among the players, accessing the actors' "private characteristics", listening to private messages ("whispers") between players, "broadcasting" messages visible to all players, exchanging private messages with a specific user and activating events, changing the course of the simulation. To do all this features, teachers can use the Client module.

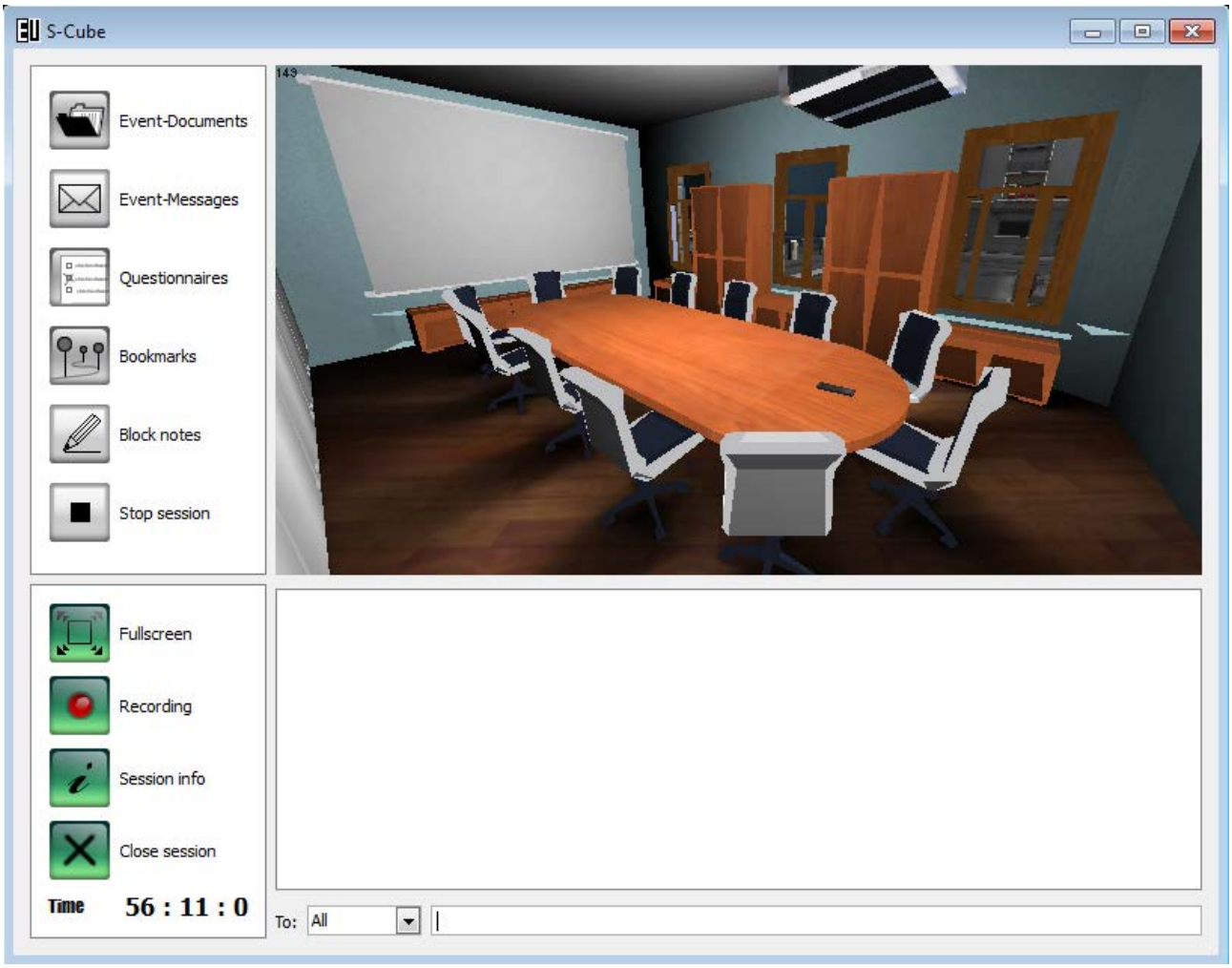
First of all, it's necessary to set up the functioning mode ("Options" button). In particular, you need to set the username and password (in the Network tab) used to register in the web site.

After clicking on the master session button, teachers enter the RPG session.

Note: Starting the session allows the participants to enter the communicative environment. Closing Eutopia client doesn't involve the automatic closing of the session.

The system loads a 3D graphics environment (where you can move freely) or the 2D fixed environment.

The tutor will lead and watch the role-playing session through this window (see following figure):



3.1 MOVING IN THE 3D ENVIRONMENT

The tutor doesn't have his own avatar; he looks at the scene as external.

Use the four arrows on the key pad (the "cursor keys") and the mouse to control your viewing position:

1. "Right arrow": your viewing position shifts towards the right.
2. "Left arrow": your viewing position shifts towards the left.
3. "Upwards arrow": your viewing position moves away from the characters.
4. "Downwards arrow": your viewing position moves closer to the characters.
5. Press the right button and drag the cursor to the right or the left: the viewing position moves rightwards or leftwards.
6. Press the right button and drag the cursor up and down: the viewing position moves higher or lower
7. Move the wheel of the mouse: the viewing position moves further away or closer to the characters.

These movements can be used in any combination.

3.2 MAIN WINDOW

The main window contains all the commands you need to use the Eutopia Client communications functions. These can be grouped into three classes:

1. Send comment messages.
    - Insert a comment
    - Choose addressee(s) to send the comment to
2. Session management functions:
    - Send events (documents – messages)
    - Send questionnaires
    - Bookmarks
    - Change users' constraints
    - Block Notes
    - End session.
3. Service functions:
    - List conversations.
    - Record sessions.
    - Display “Session information window”
    - Exit.

Some of these commands open additional windows providing extra functions.

3.2.1 SEND COMMENTS

The tutor can send anytime messages to one or all the participants.

To send a message follow the main steps are three:

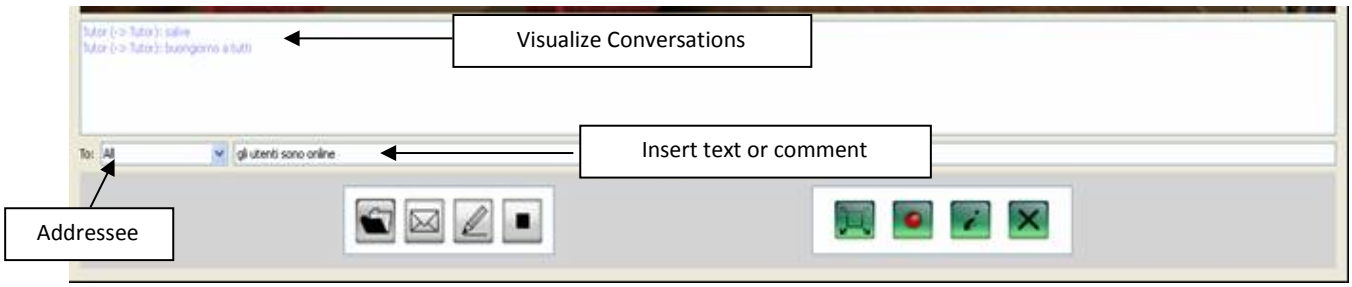
1. Input the message.
   Type the message with the keyboard. The text will appear in the central section of the Control Panel, waiting to be sent.

2. Choose the addressee(s)
   You can send the message to:

   - Everyone
   - An individual user.

   To choose addressee(s) use the pull-down menu. All future messages will be sent to this addressee (until you change the option).

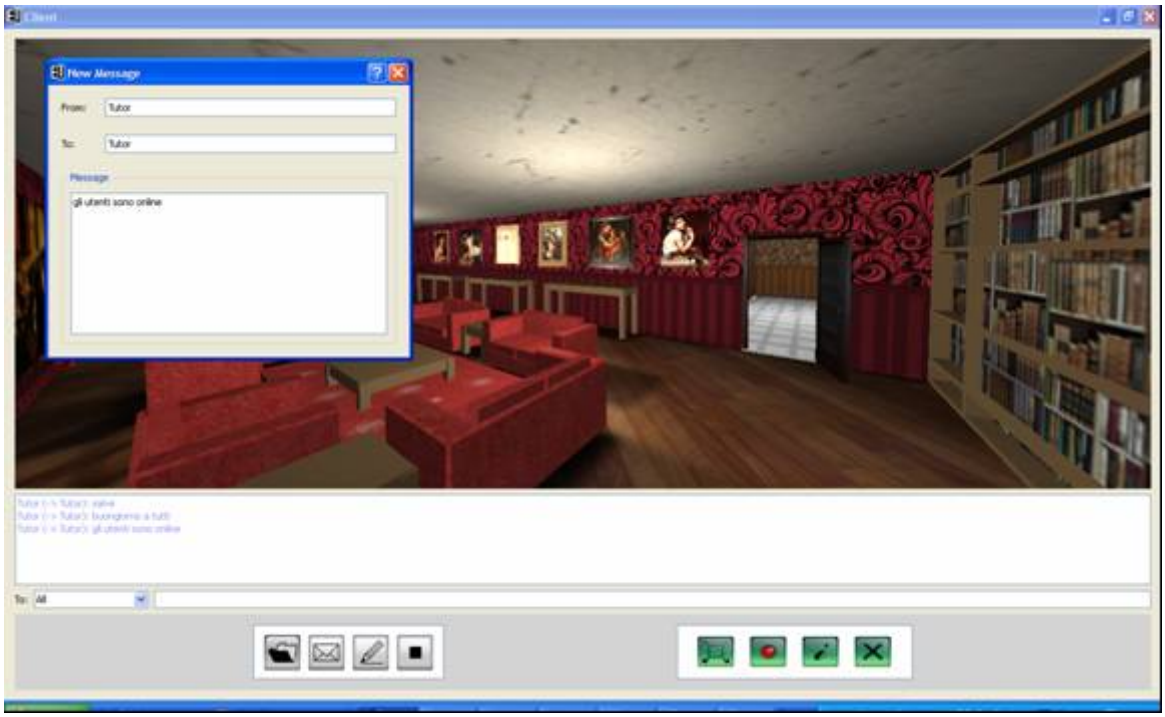
3. Send the message.



To send the message press “Send” or (or Return) on the keyboard.

The comment will be both on the tutor space and on the recipients it is been sent to.

A smaller window will open to show the text of the message.



3.2.2 MANAGING SESSIONS FUNCTIONS

3.2.2.1 EVENTS

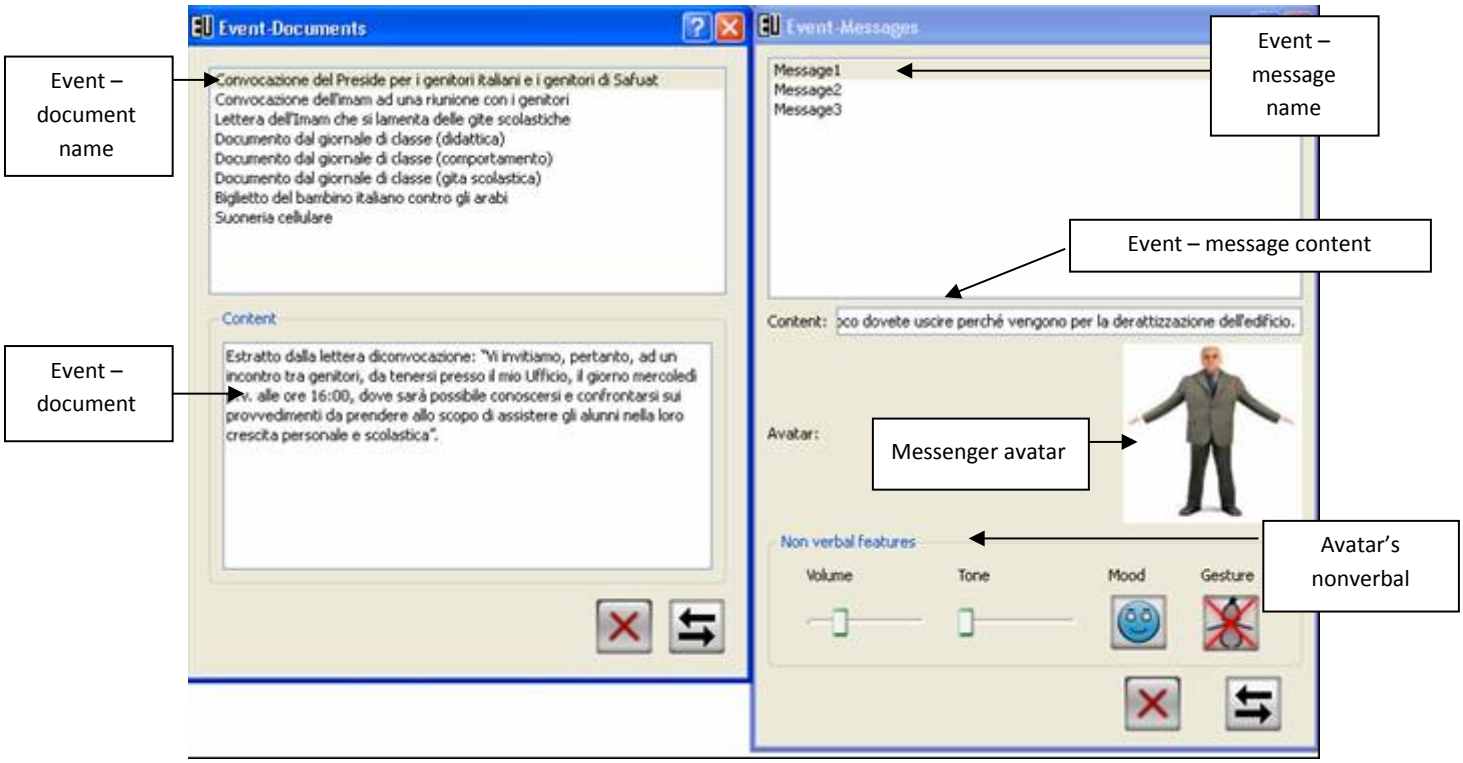
You can set two kinds of event activated by the tutor:

- "Documents", containing significant information.
- "Messages", transmitted by messenger avatars who appear on the scene where the users are interacting

Click on the "Set Events" button to see a list of events and their content.

To set an event:

1. Click on the document or the menu to choose the appropriate event.
2. Choose document or message from the lists for each kind of event.

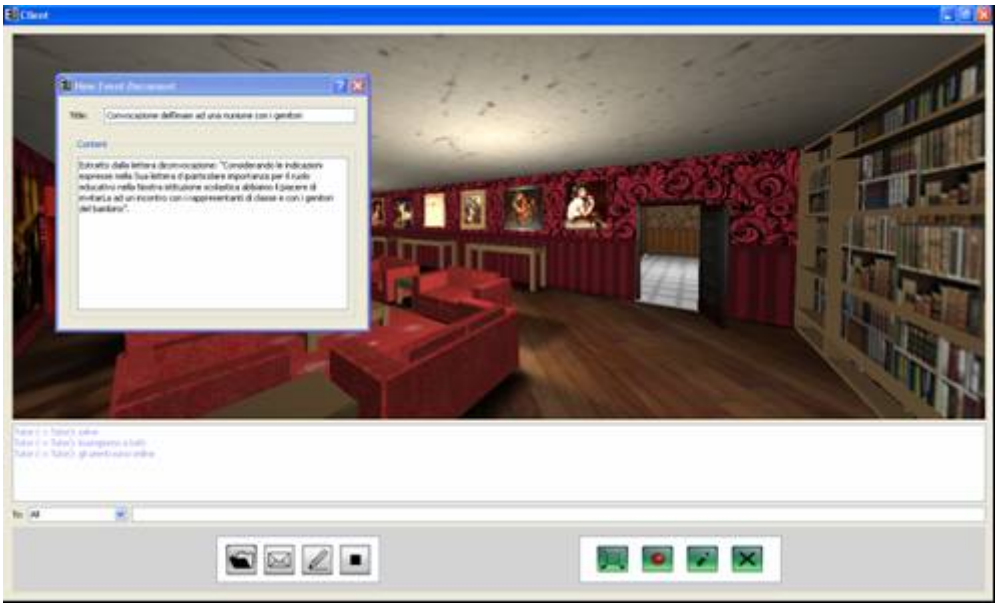

Event – document name
Event – document
Event – message name
Event – message content
Messenger avatar
Avatar's nonverbal
Event-Documents
Convocazione del Preside per i genitori italiani e i genitori di Safuat
Convocazione dell'Imam ad una riunione con i genitori
Lettera dell'Imam che si lamenta delle gite scolastiche
Documento dal giornale di classe (didattica)
Documento dal giornale di classe (comportamento)
Documento dal giornale di classe (gita scolastica)
Biglietto del bambino italiano contro gli arabi
Suoneria cellulare
Content
Estratto dalla lettera diconvocazione: "Vi invitiamo, pertanto, ad un incontro tra genitori, da tenersi presso il mio Ufficio, il giorno mercoledì ... alle ore 16:00, dove sarà possibile conoscersi e confrontarsi sui provvedimenti da prendere allo scopo di assistere gli alunni nella loro crescita personale e scolastica".
Event-Messages
Message1
Message2
Message3
Content:
Avatar:
Non verbal features
Volume
Tone
Mood
Gesture

3. Click on the name of the event (you will see the text of the event in a special window).

4. Click on the "Send Document" or the "Send Message" button

The message or document will be sent to all the participants at the same time in two different ways:

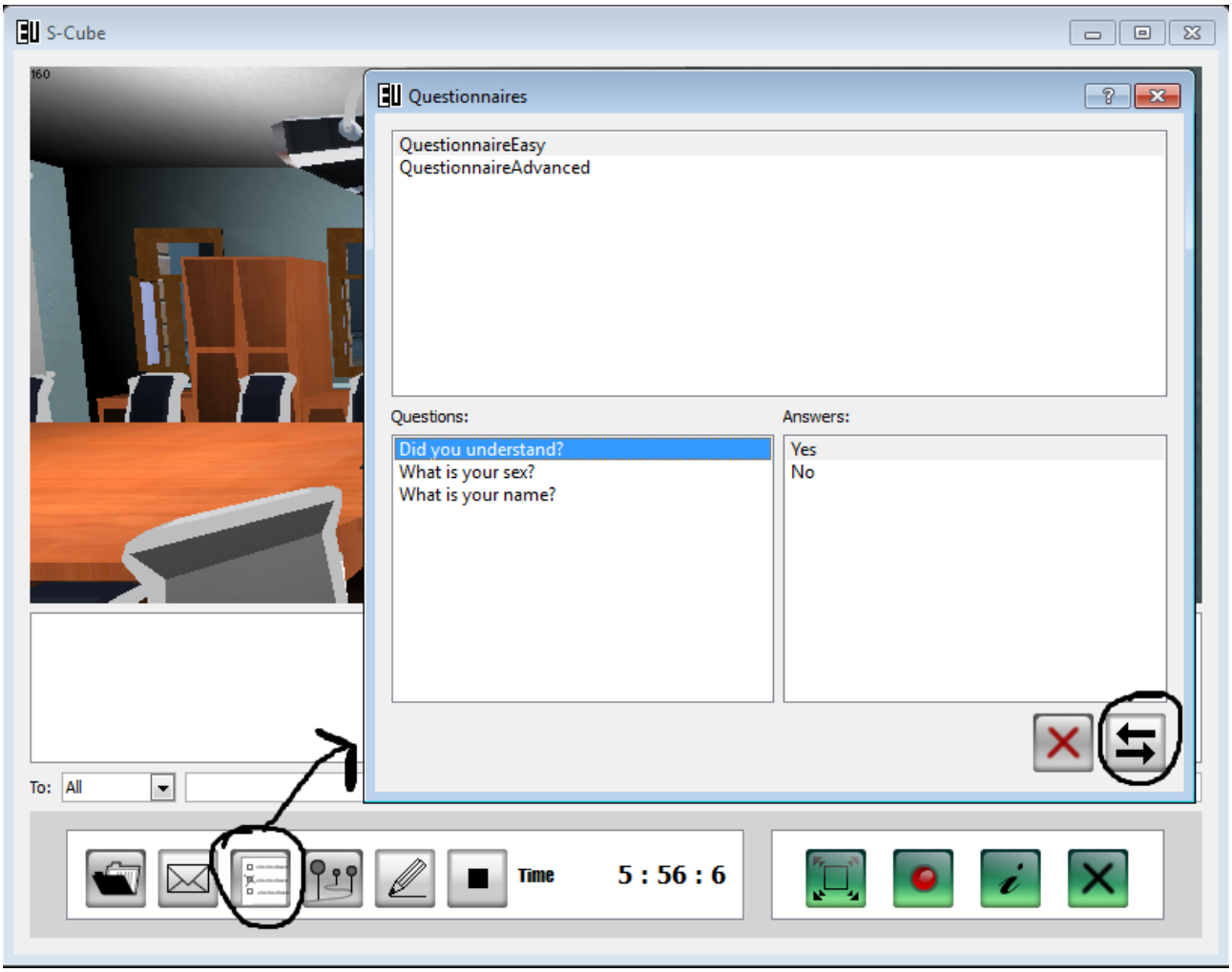
- The Documents event appears in a new window on the screen.



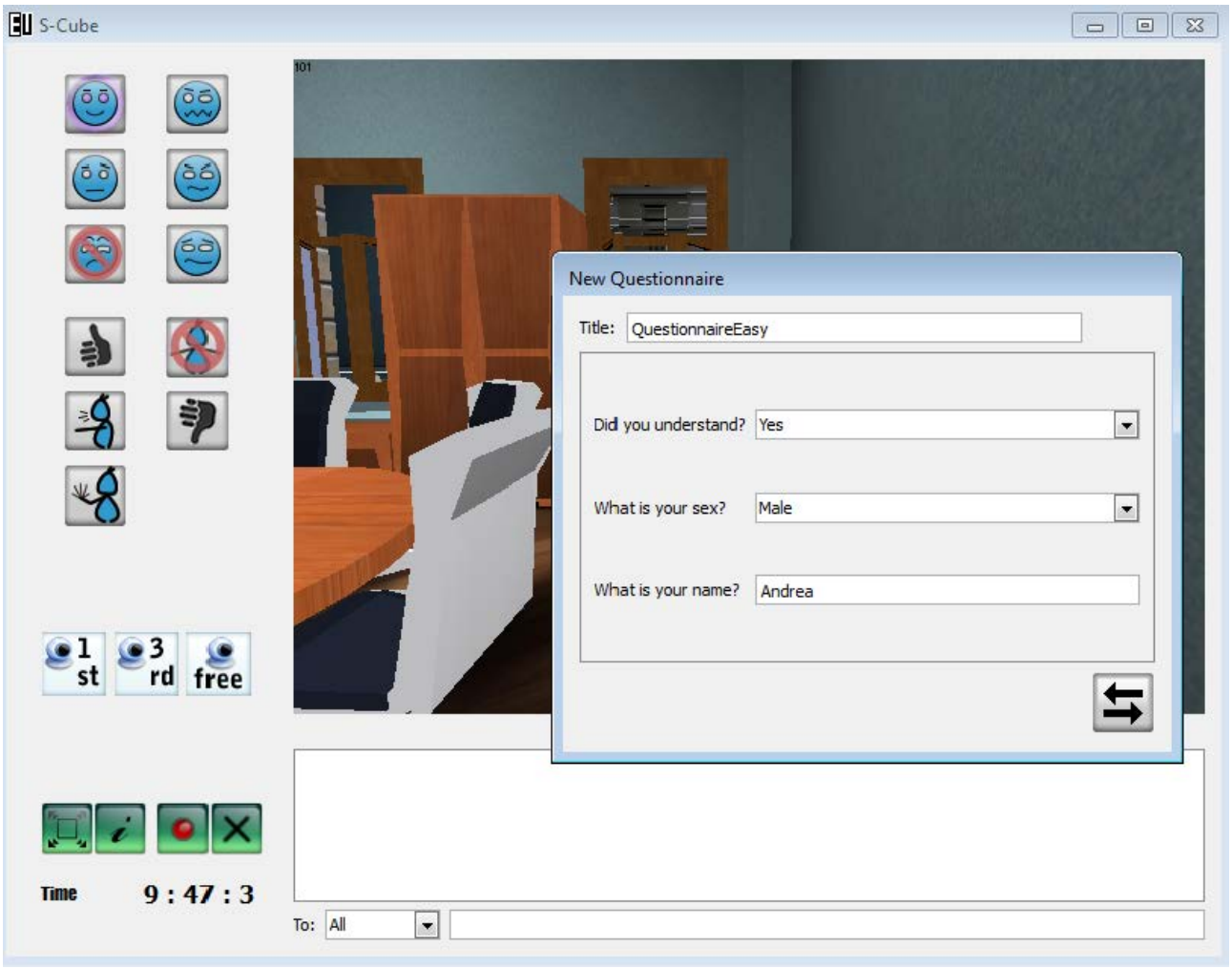
- The Messages event appears on the model screen as messages brought by an avatar.

3.2.2.2 QUESTIONNAIRES

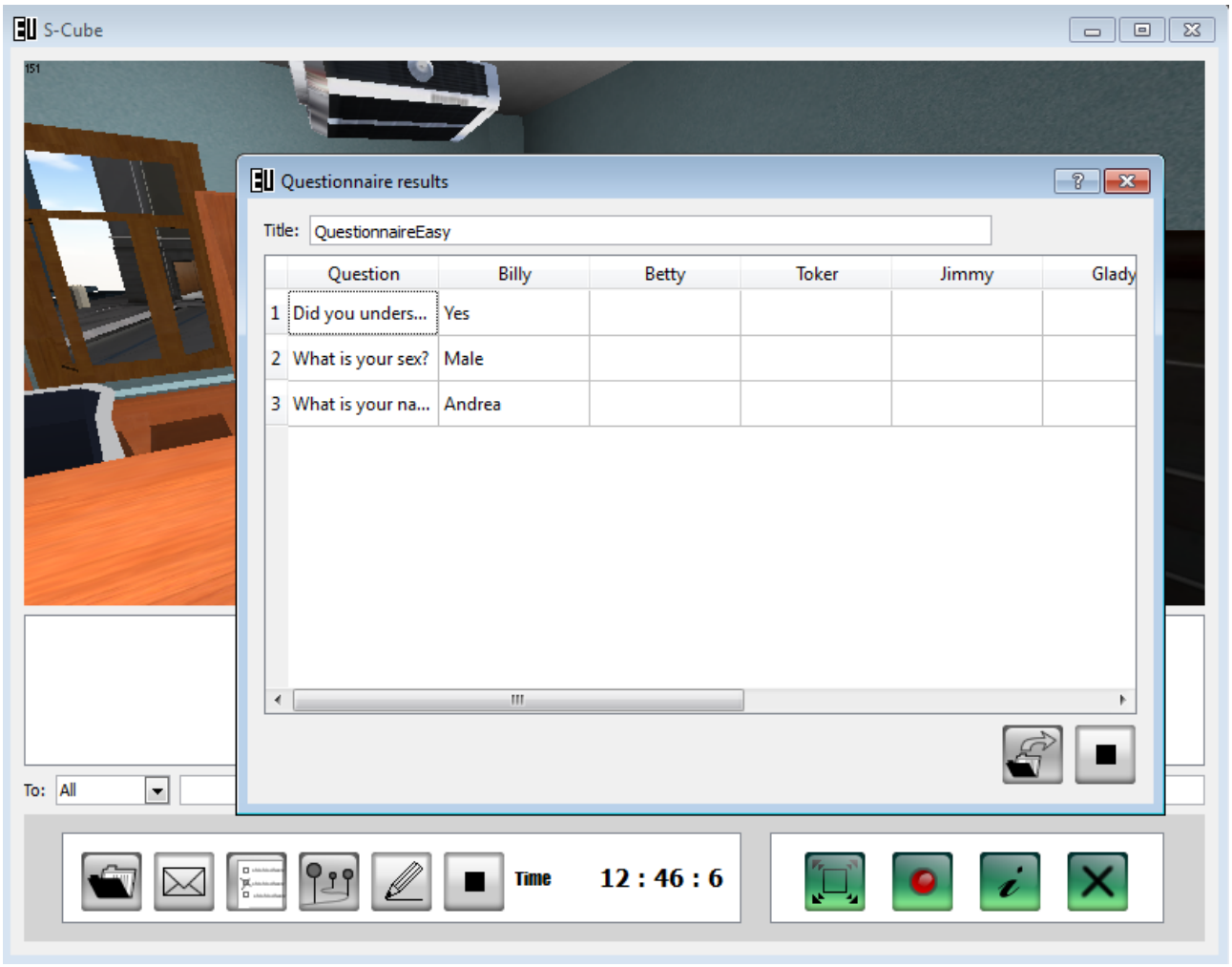
During the session, the tutors can decide to send questionnaires to users (see following figure).



When the tutor send a questionnaire by pressing the send button, a questionnaire window appears to users in a modal way, i.e. they cannot do anything before completing the questionnaire (see following figure).

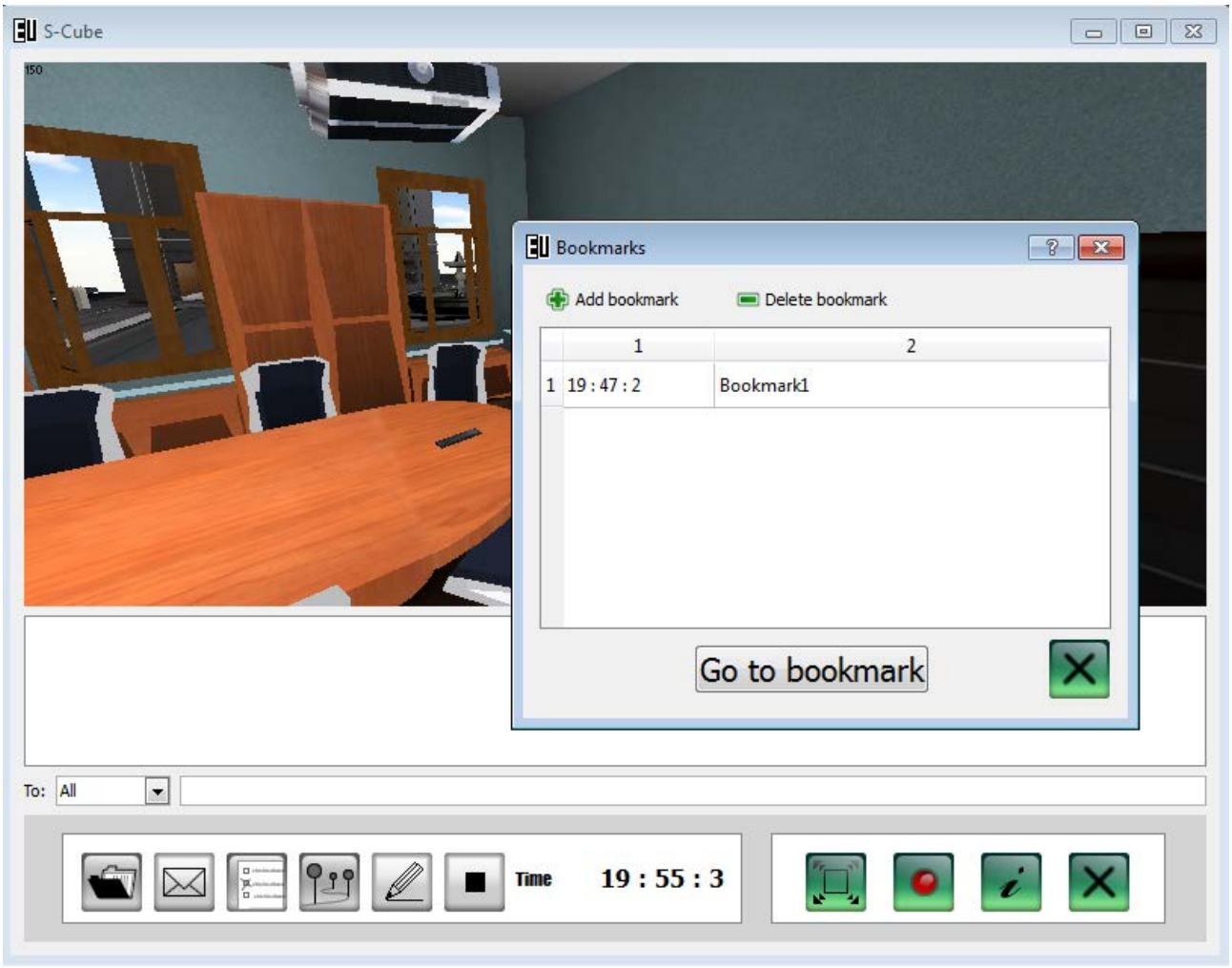


When the users complete the questionnaire and press the "send" button, the results are sent to the tutor that can see all of them in a special window (see following figure). The tutor can also export the results in a text file (csv format) to review them later.



3.2.2.3 BOOKMARKS

Tutors have the possibility to bookmark a situation during the session. Then they will be able to rewind the session to that bookmark whenever they want (see following figure).



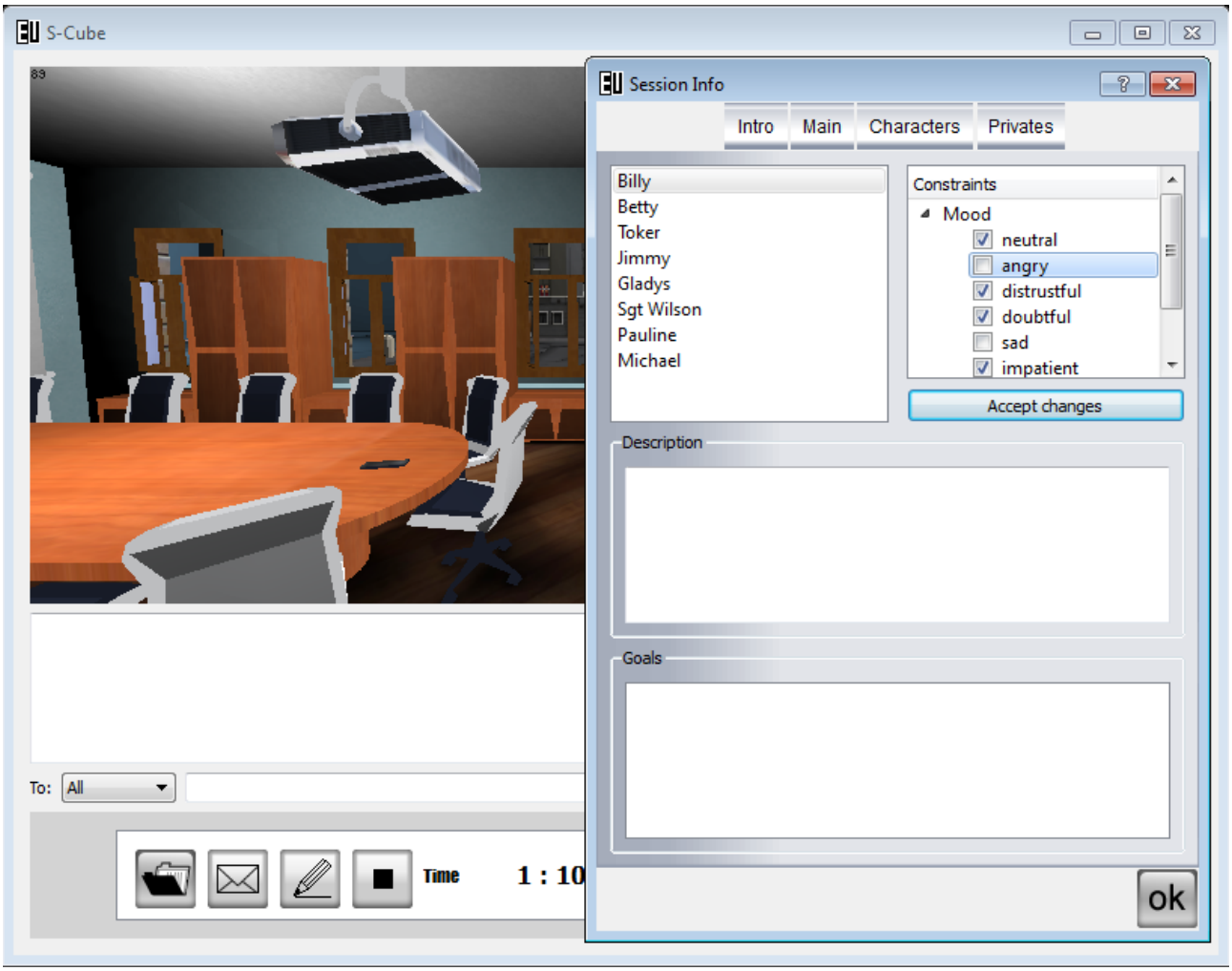
To add a bookmark, click on "Add bookmark" button.

To rewind the session to that bookmark, select a bookmark and press the button "Go to bookmark".

Users will be noticed when the tutor reviewed the session to a bookmark.

3.2.2.4 CHANGE USERS' CONSTRAINTS

The tutor has the possibility to change the list of available moods/gestures for all the characters, during the session. That can be done directly in the Session Info window (see following figure), by checking or unchecking the corresponding moods or gestures (in previous versions, that was not allowed). A button "Accept changes" has been added to confirm the changes and send them to the users (if the button is not pressed, changed will be discarded).



3.2.2.5 BLOCK NOTES

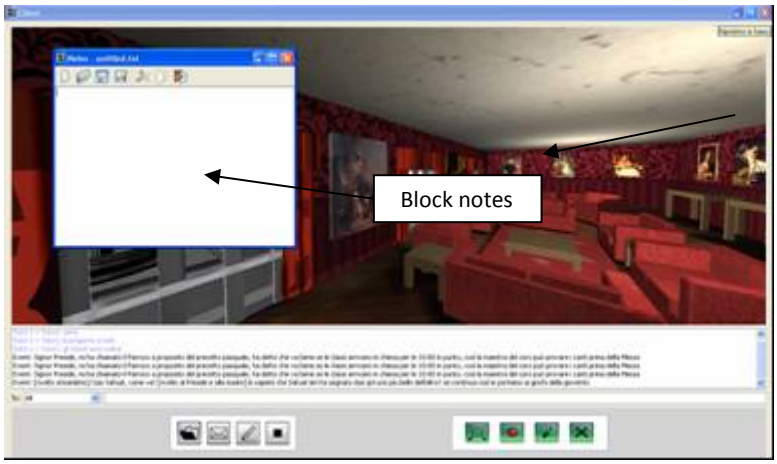
During the online session the tutor has a “Block Notes” to insert his personal notes, general comments, and all the useful information for the analysis in the training session.

To open the block notes click on the button .

A window which allows inserting a free text will open. The block note has multiple functions (standard Word functions) as:

- New.
- Open.
- Save.
- Save with name.
- Cut.

- Copy.
- Paste



3.2.2.6 STOP A SESSION

The only way to end a session is to click on the button “End session”.

Indeed, if the tutor exits or closes the Eutopia Client without clicking on End session button, it doesn’t have any consequence on the other participants.

3.2.3 SERVICE FUNCTIONS

These are useful functions which allow you to:

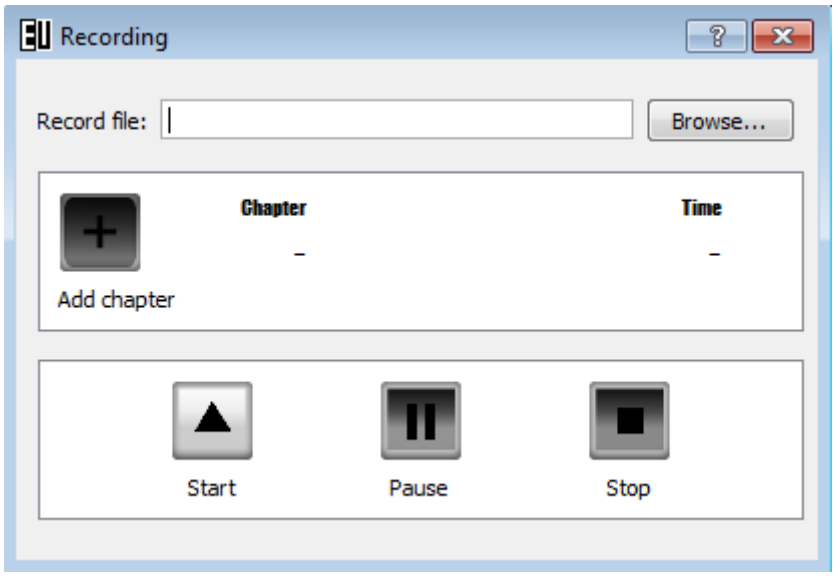
1. Visualize the model in Full screen mode (only in the 3D environment)
2. Recording the session.
3. Visualize again the “Information panel”.
4. Exit the session.

3.3 RECORDING A SESSION

The tutor can record a session open the “Recording” window.

From the panel it is possible to choose the name of the file for the recording. You can then use the normal recording functions:

1. Record
2. Pause
3. Stop



The recorded file will be stored on the server. In this way, the tutor can even switch off the pc without losing the registration. To play a recording use the Open record button in the Client starting screen.